

# Abel Jimenez

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## Professional Experience

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### UCI Applied Innovation

*IT Intern*

Irvine

*June 2016–June 2017*

Planned, coordinated, and executed software and hardware updates. Implemented screen controlling software for around the property, allowing easier operation anywhere on site. Worked in teams and independently to maintain servers, computers, and LAN network.

### Sapphire

*Software Engineer*

Irvine

*June 2018–September 2018*

Developed IOS and Android applications for controlling an electric skateboard with a phone. Worked on bluetooth communication, user interface, and core functionality. Used Java, HTML, JavaScript and CSS.

## Education

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### University of California Irvine

*Computer Engineering: Major GPA 3.1*

Irvine

*2015–2019*

Notable Projects (More at [abeljim.github.io](http://abeljim.github.io)).....

#### **Froppy: Chess AI** *'Development of a Self Taught Chess Engine'*

Led a team of five that developed a neural net chess AI written in C using OpenMP. This ambitious project required strong team-working skills, high technical ability, and self-learning in an entirely new and complex subject, all within a short time. I worked well in teams, contributing in group discussions and taking initiative to guide my members. Given the role of team leader and programmer I was responsible for designing the system architecture and ensuring all software met specifications within the allotted time.

#### **Lemillion** *'An AI based Education System'*

Led a team of eleven to develop a system for helping students focus on learning. The system uses computer vision to scan the student's past work and quizzes and is able to generate personalized study guides with natural language process models. All students data in a class is compiled into a comprehensive report notifying the teacher where the students are struggling the most. Was built using the Tensorflow and Pytorch API.

## Technical and Personal Skills

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**Programming Languages:** C, C++, Python, Java, JavaScript, HTML, CSS, JSP, Matlab, LaTeX, Risc-V, System Verilog.

**Industry Software Skills:** Tensorflow, Pytorch, MySql, Docker, Redis, Android Development, Solid-Works, Eagle CAD, Matlab, Pspice, AutoCad, CorelDraw, Cadence Vitruso, VIM, Linux.

**Language:** Fluent in Spanish.

**Other:** Proficient with 3D printers and 3D printing software.